

Fig.1

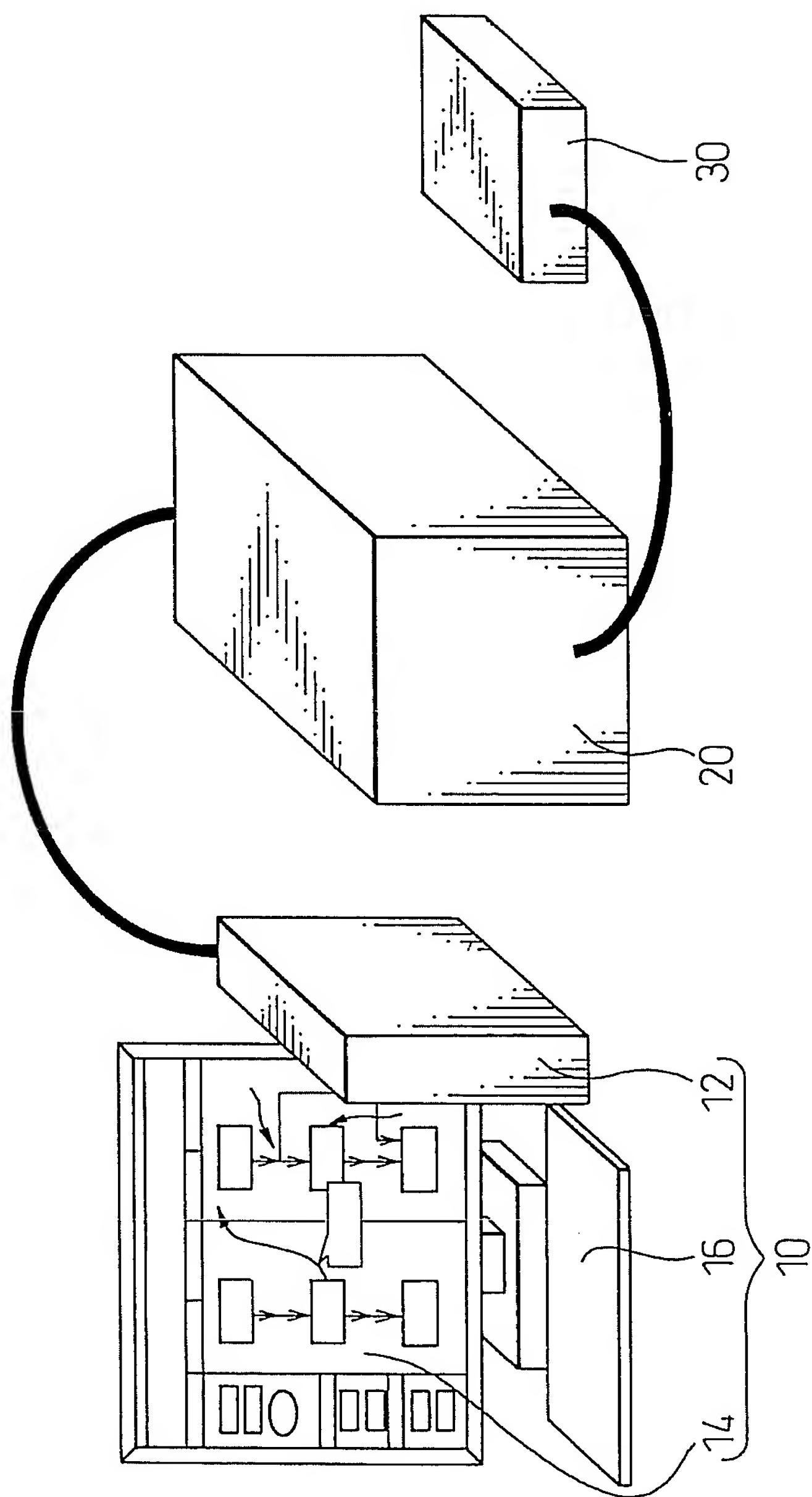


Fig.2

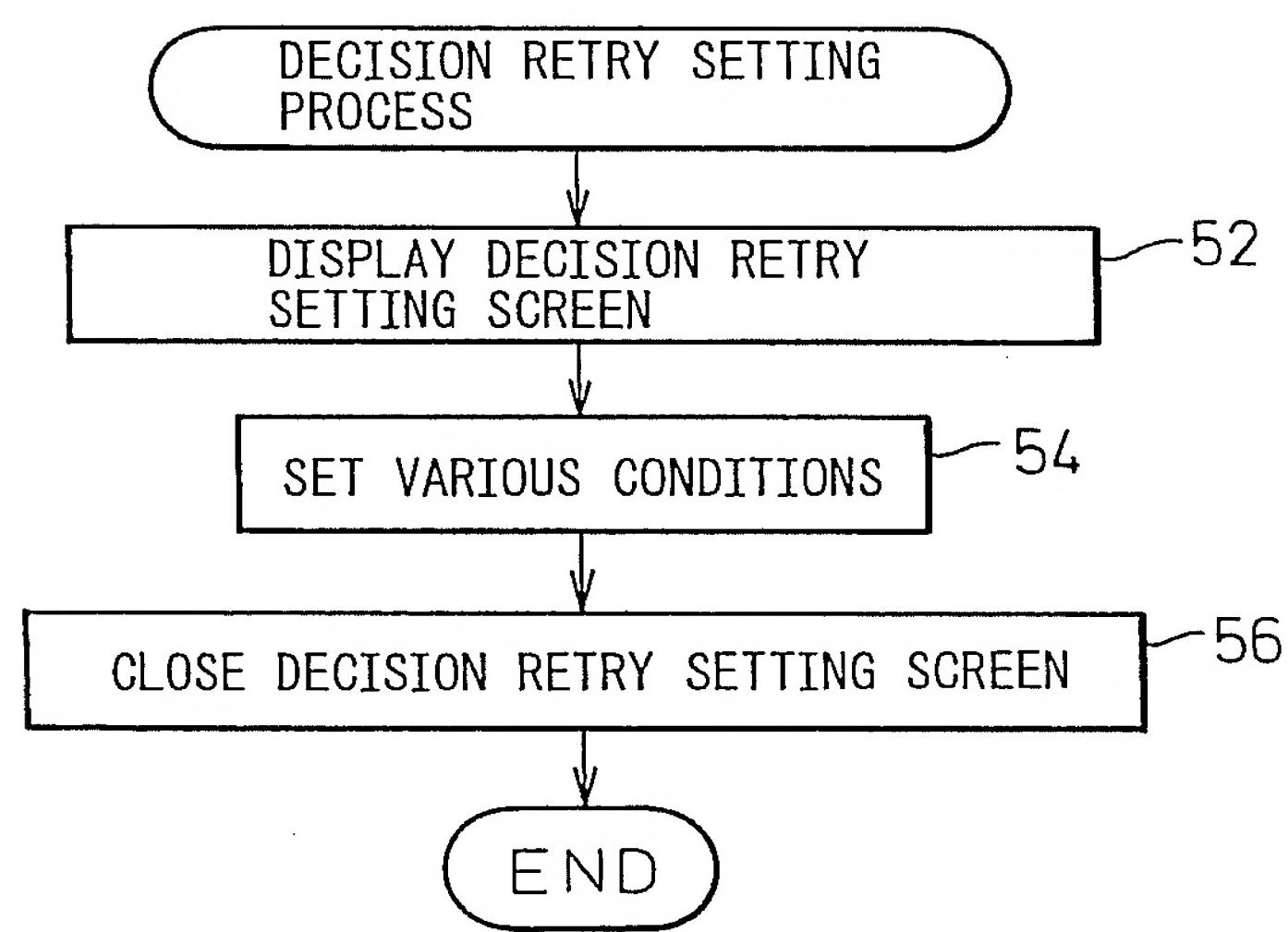


Fig. 3

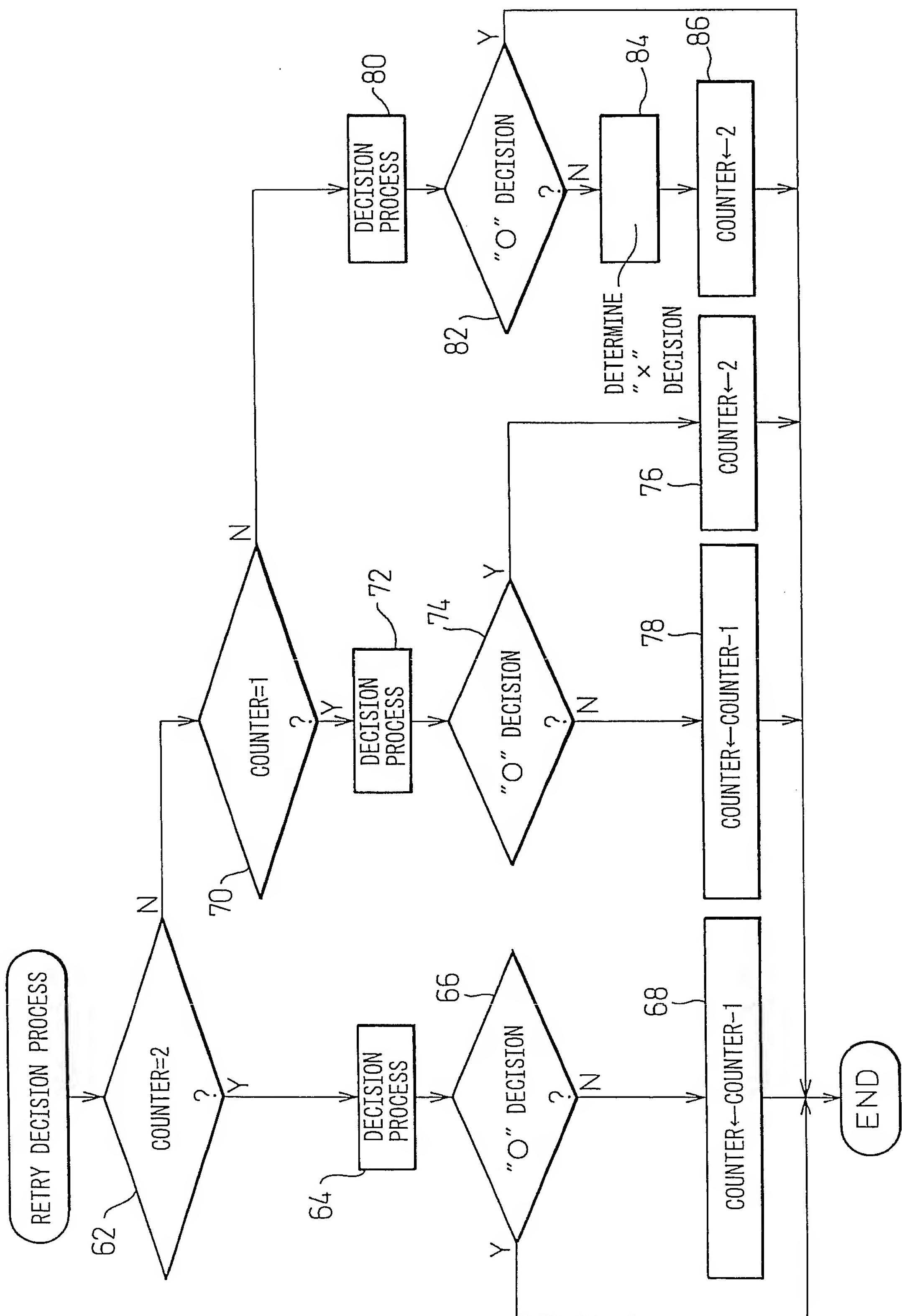


Fig. 4

▼ USUAL DECISION PROCESS

► RETRY DECISION

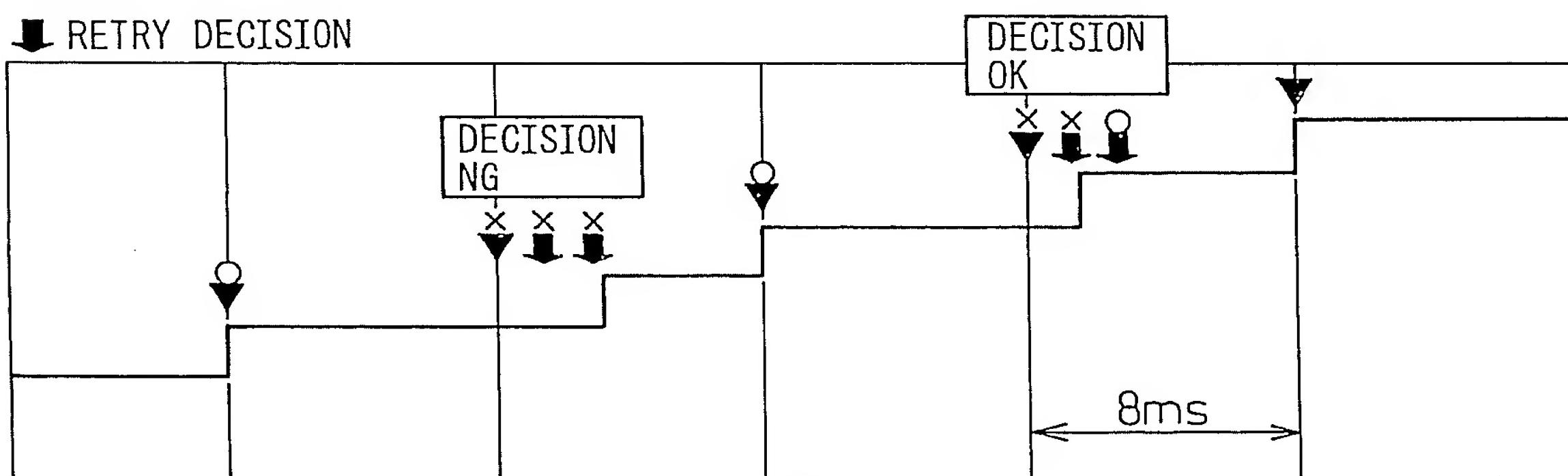


Fig. 5A



Fig. 5B

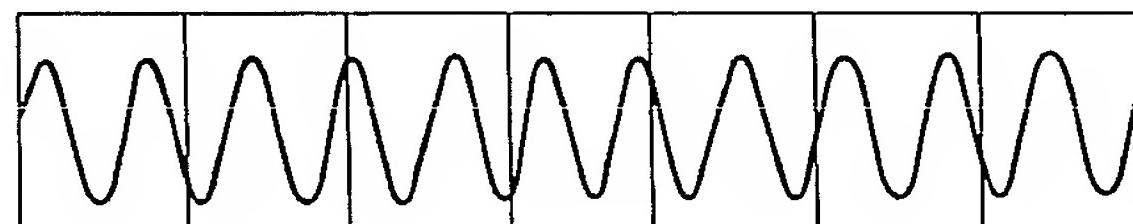


Fig. 5C

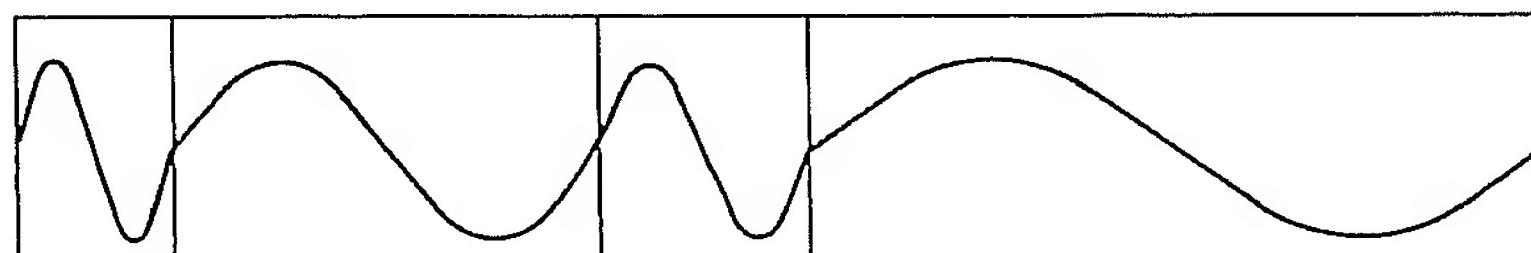


Fig. 6

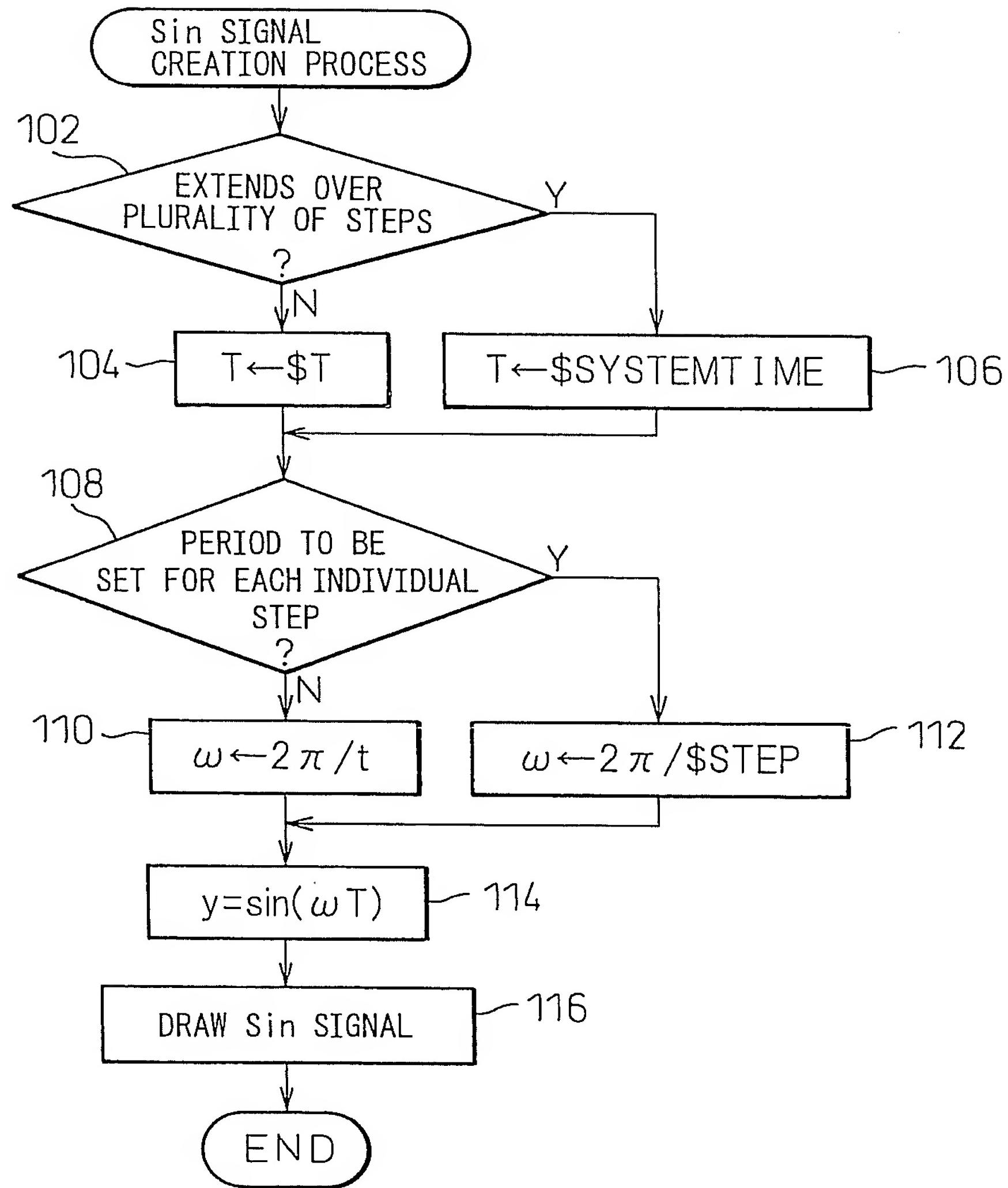


Fig. 7

SIGNAL NAME	B
FUNCTION	$A * 36$

Fig. 8

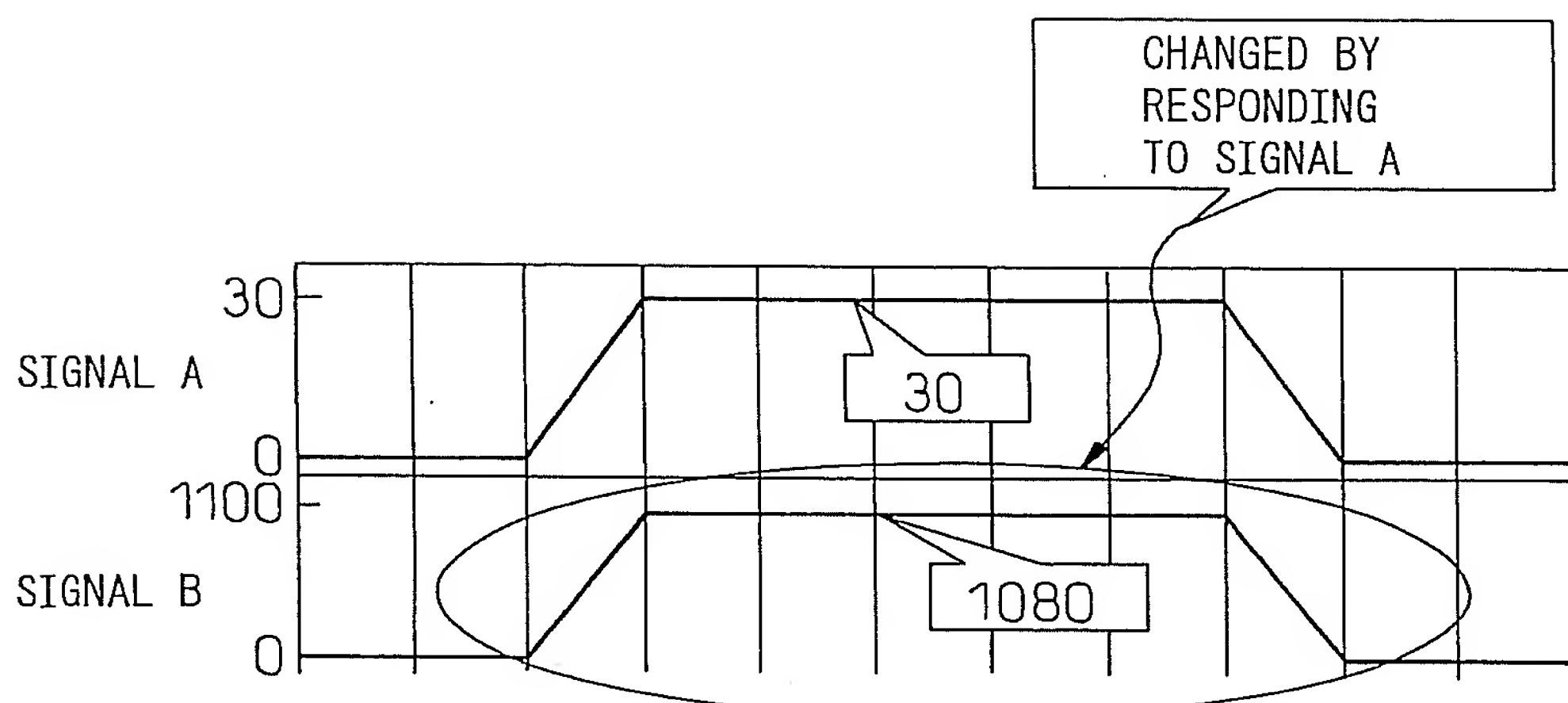


Fig. 9

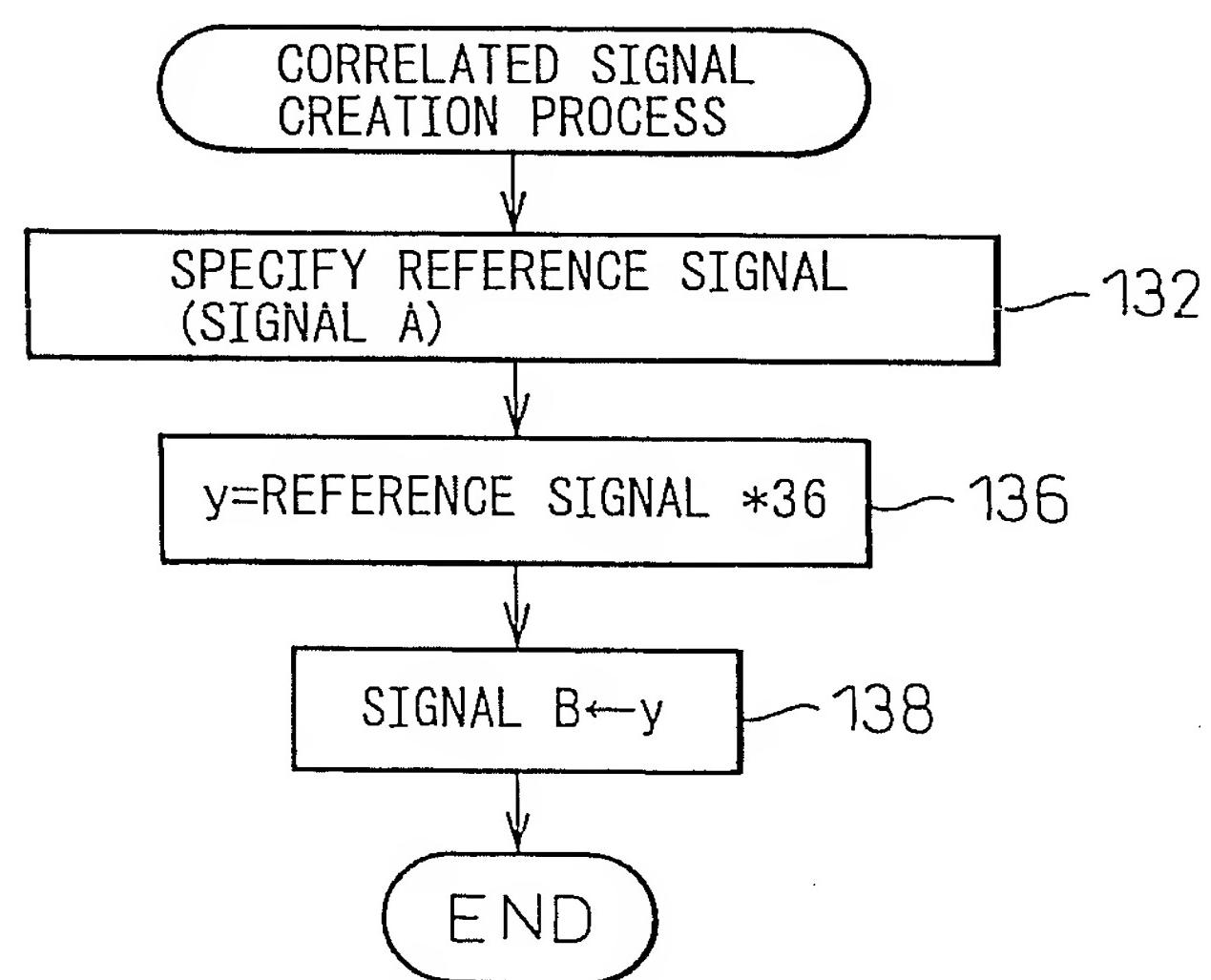


Fig.10

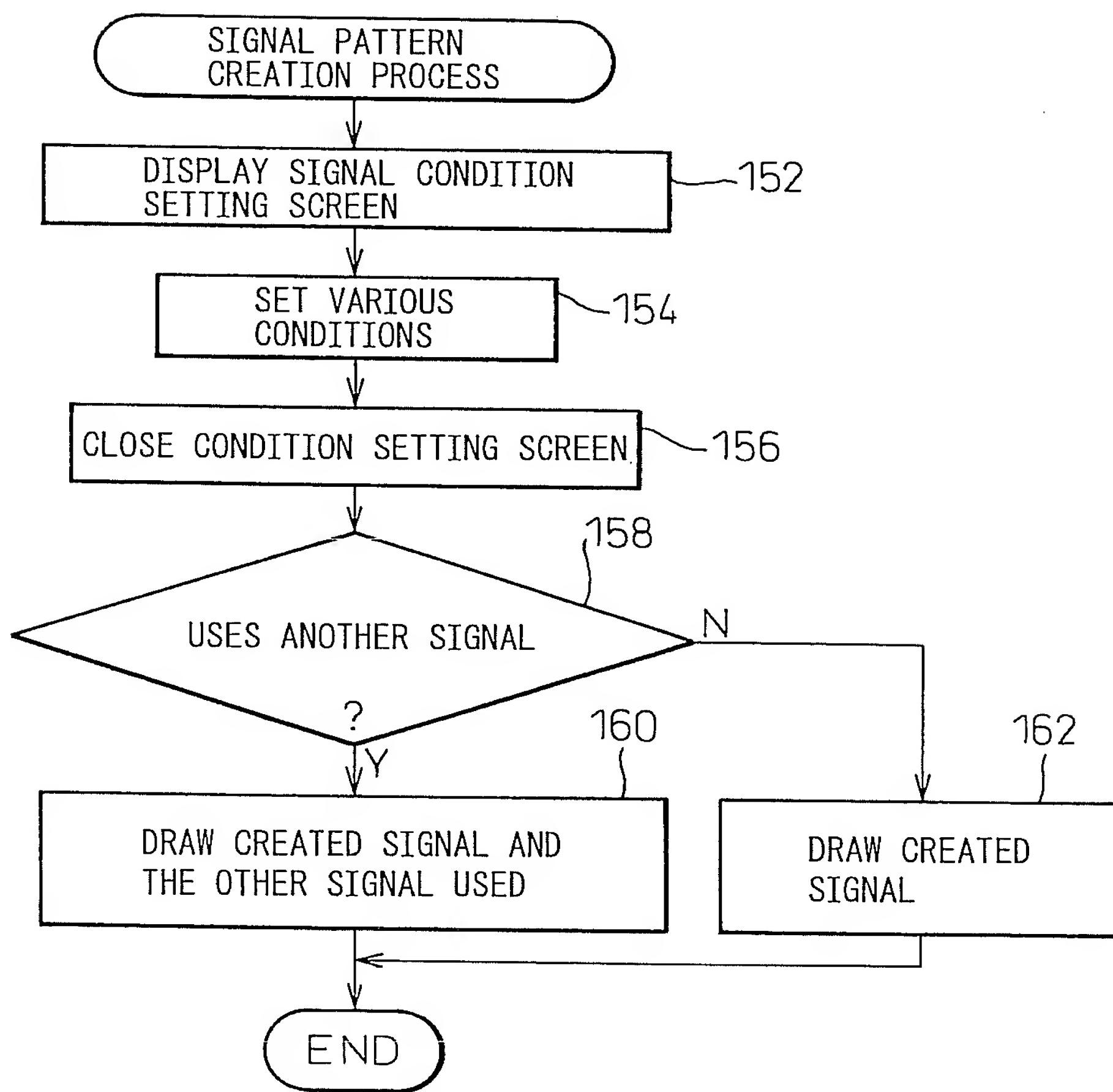


Fig. 11

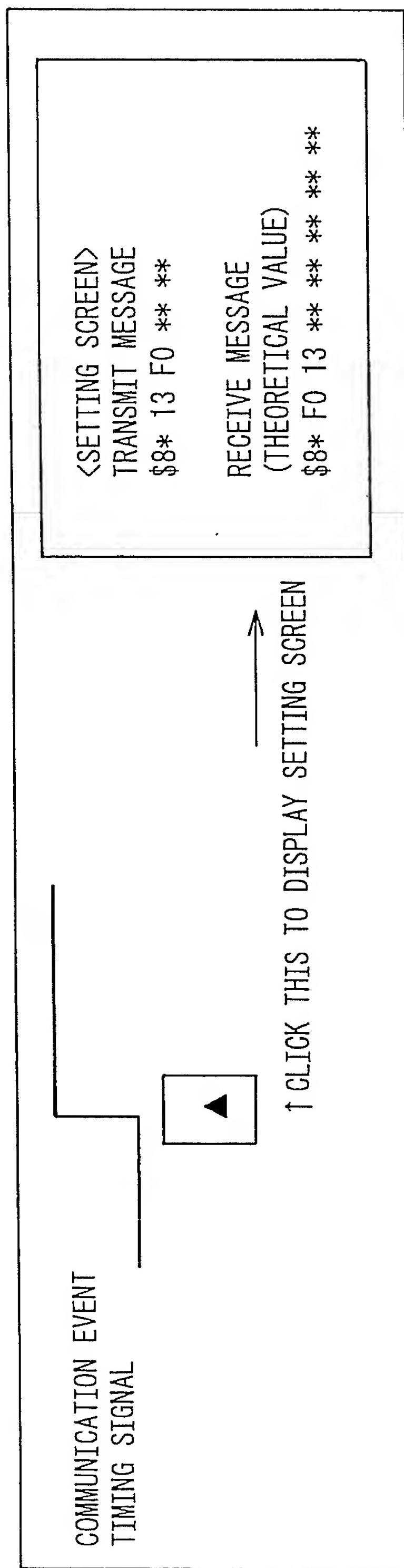


Fig.12

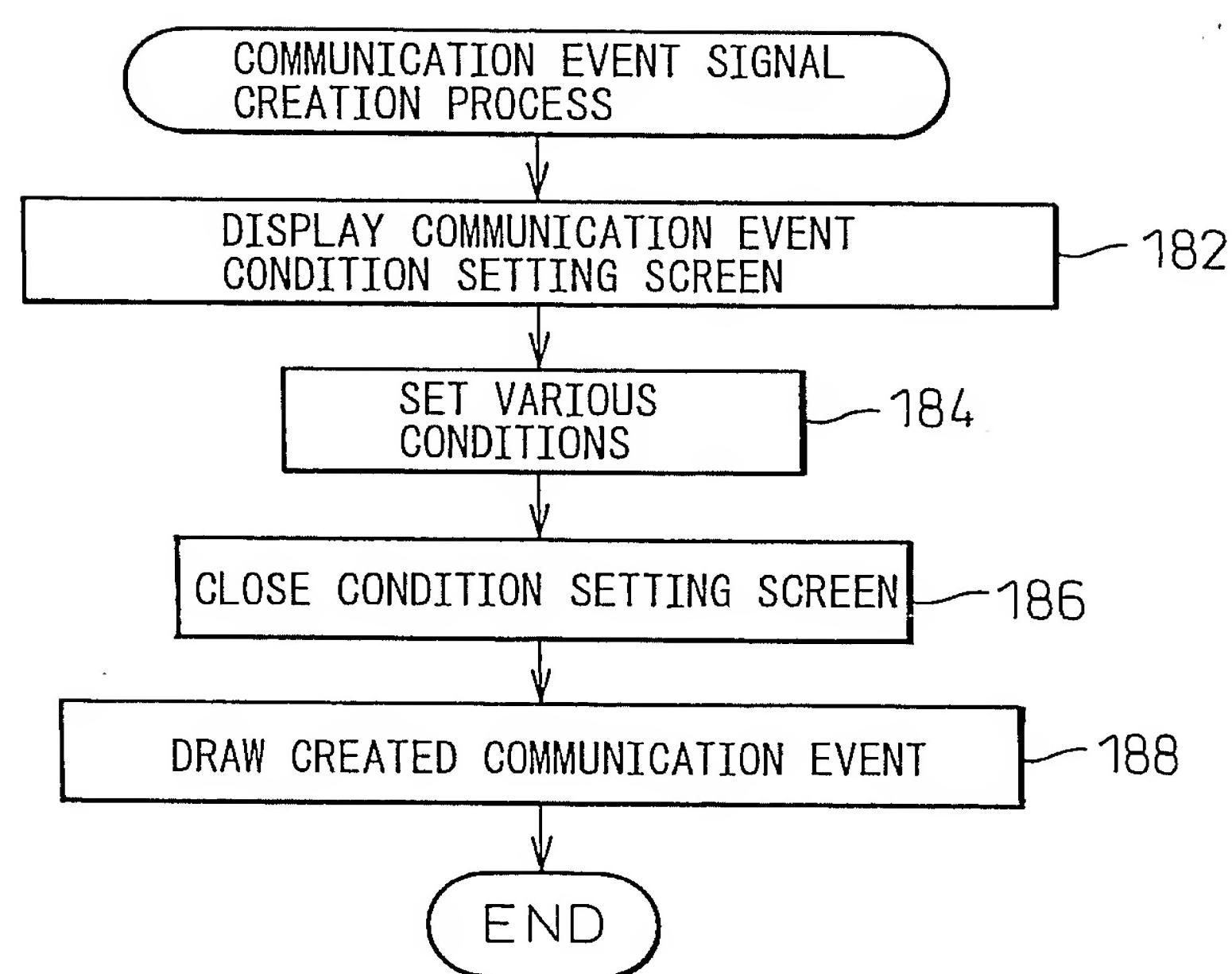


Fig.13

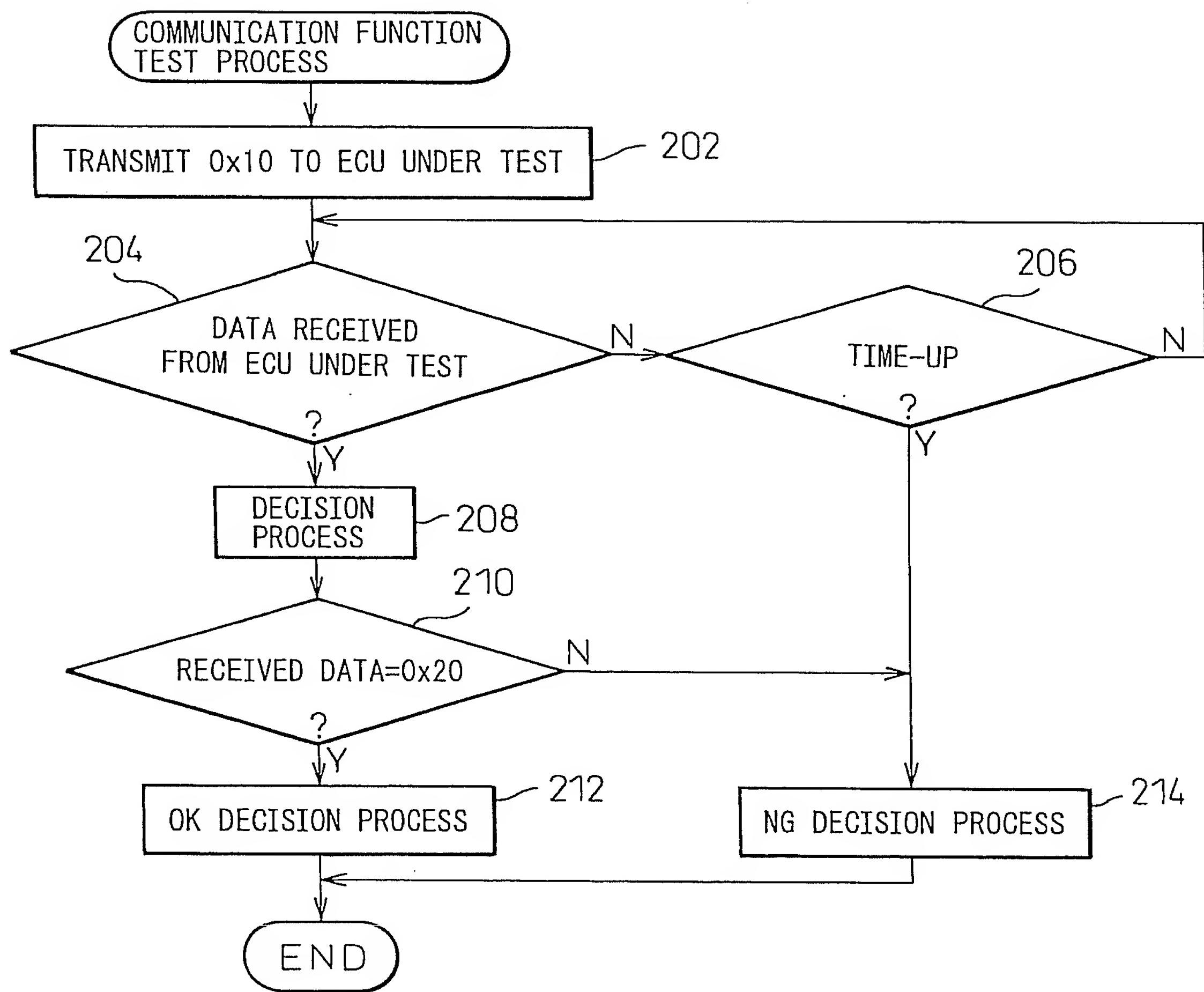
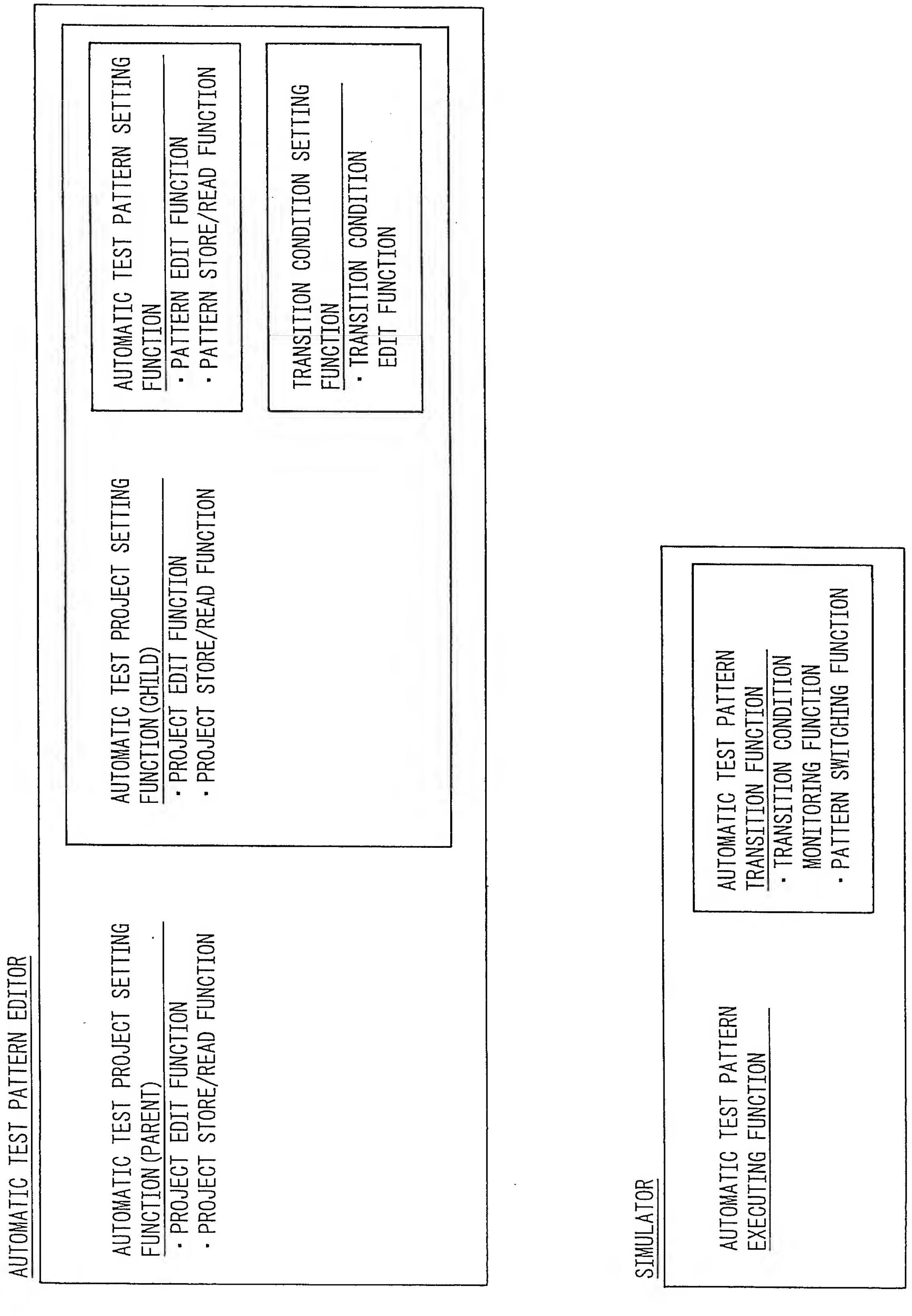


Fig.14



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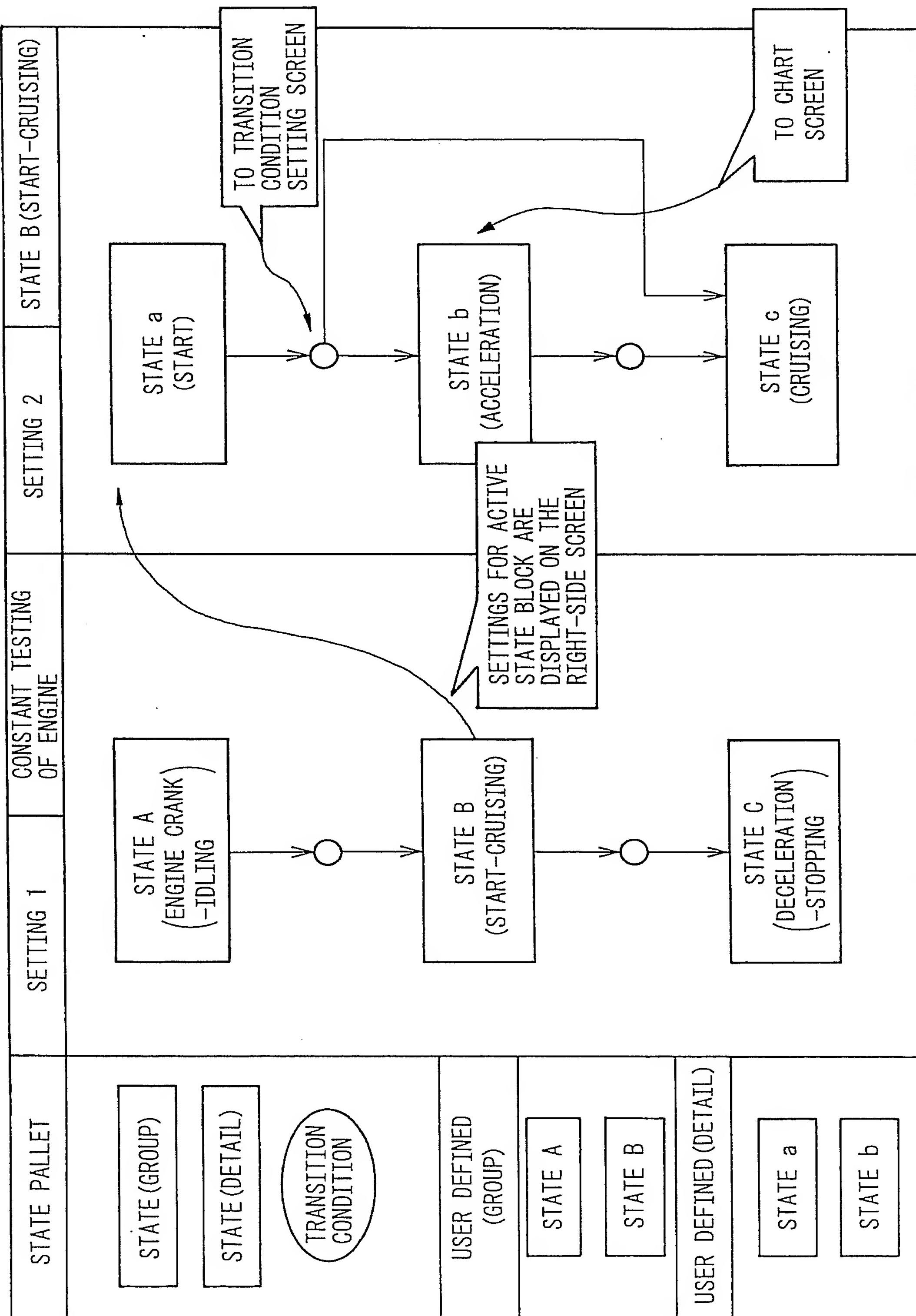


Fig.16

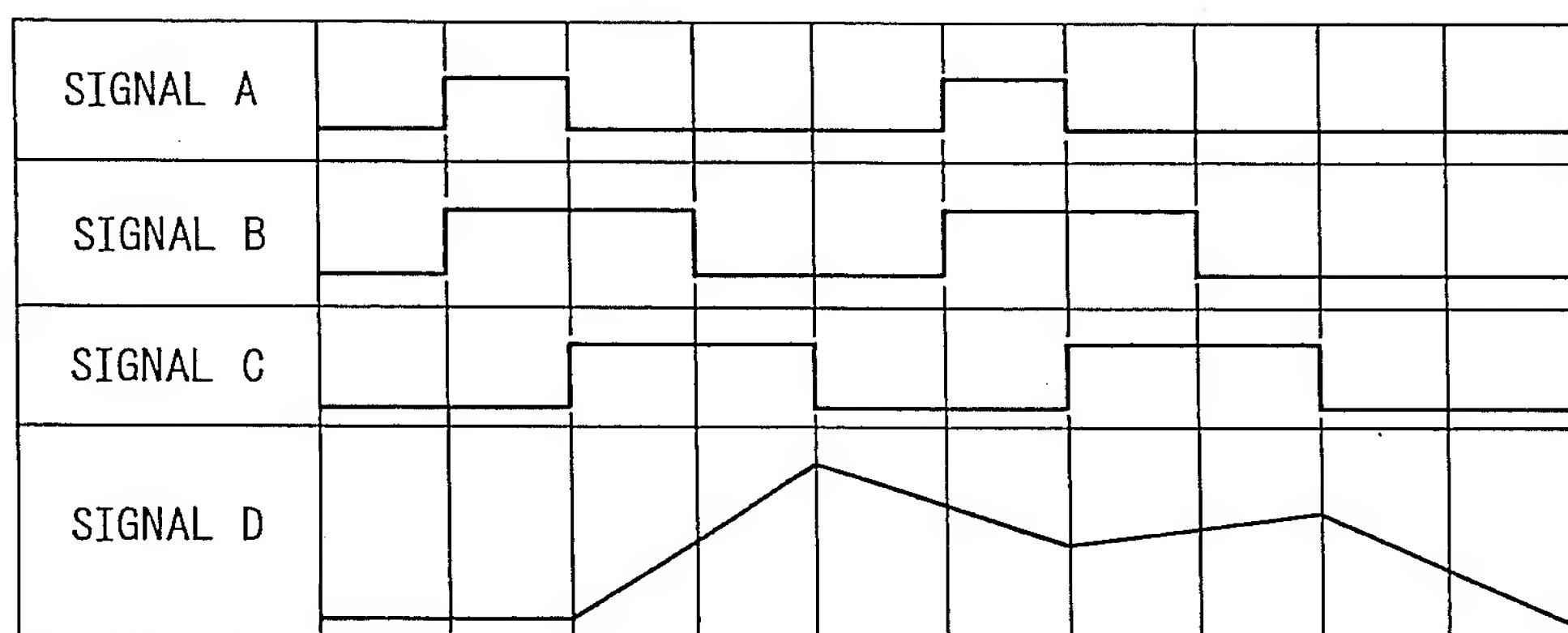


Fig.17

TRANSITION CONDITION SETTING SCREEN			
TRANSITION CONDITION		DESTINATION	
STATE	EVENT	STATE	
STATE a	Event1	STATE b	
STATE a	Event2	STATE c	

Fig.18

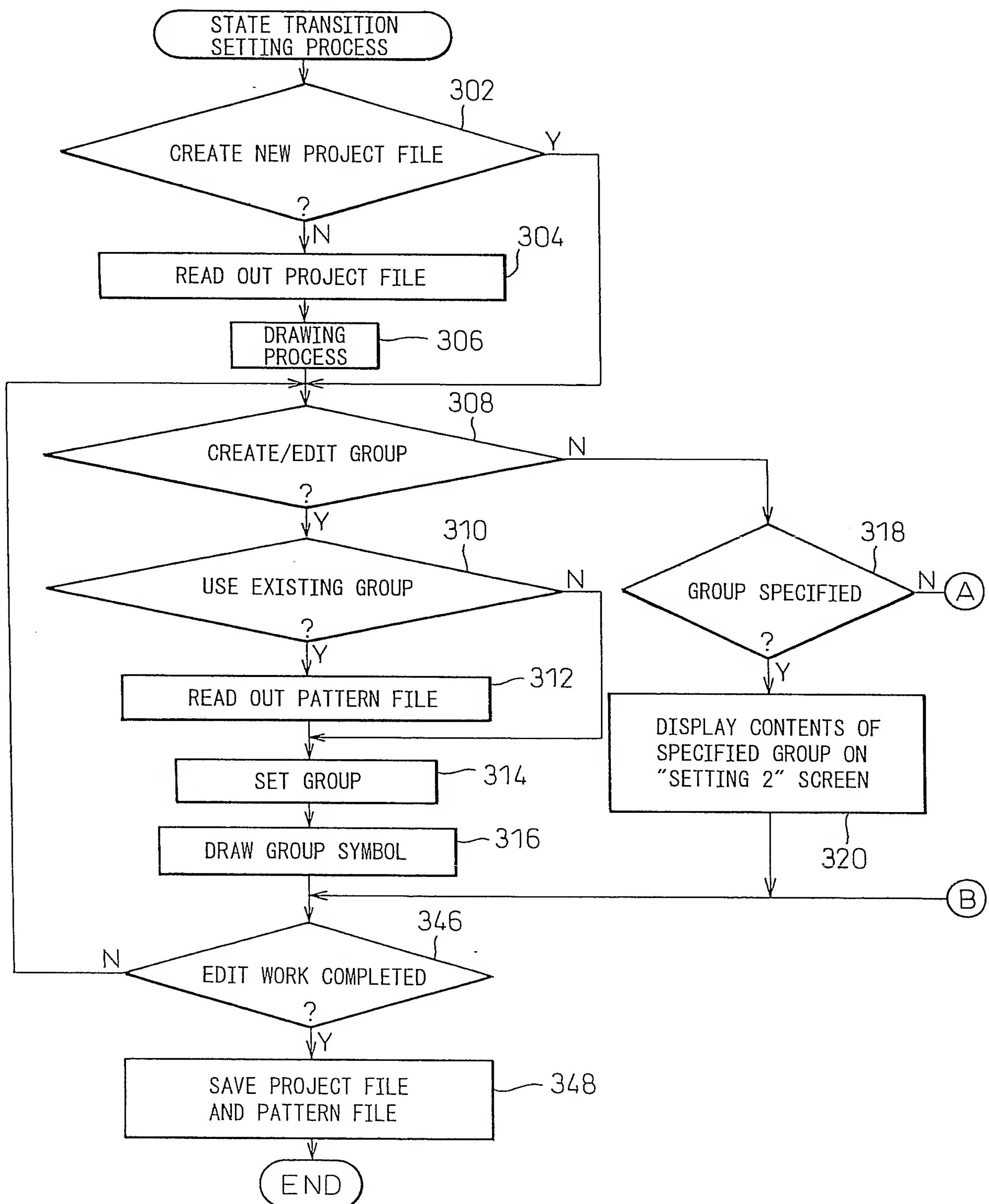


Fig.19

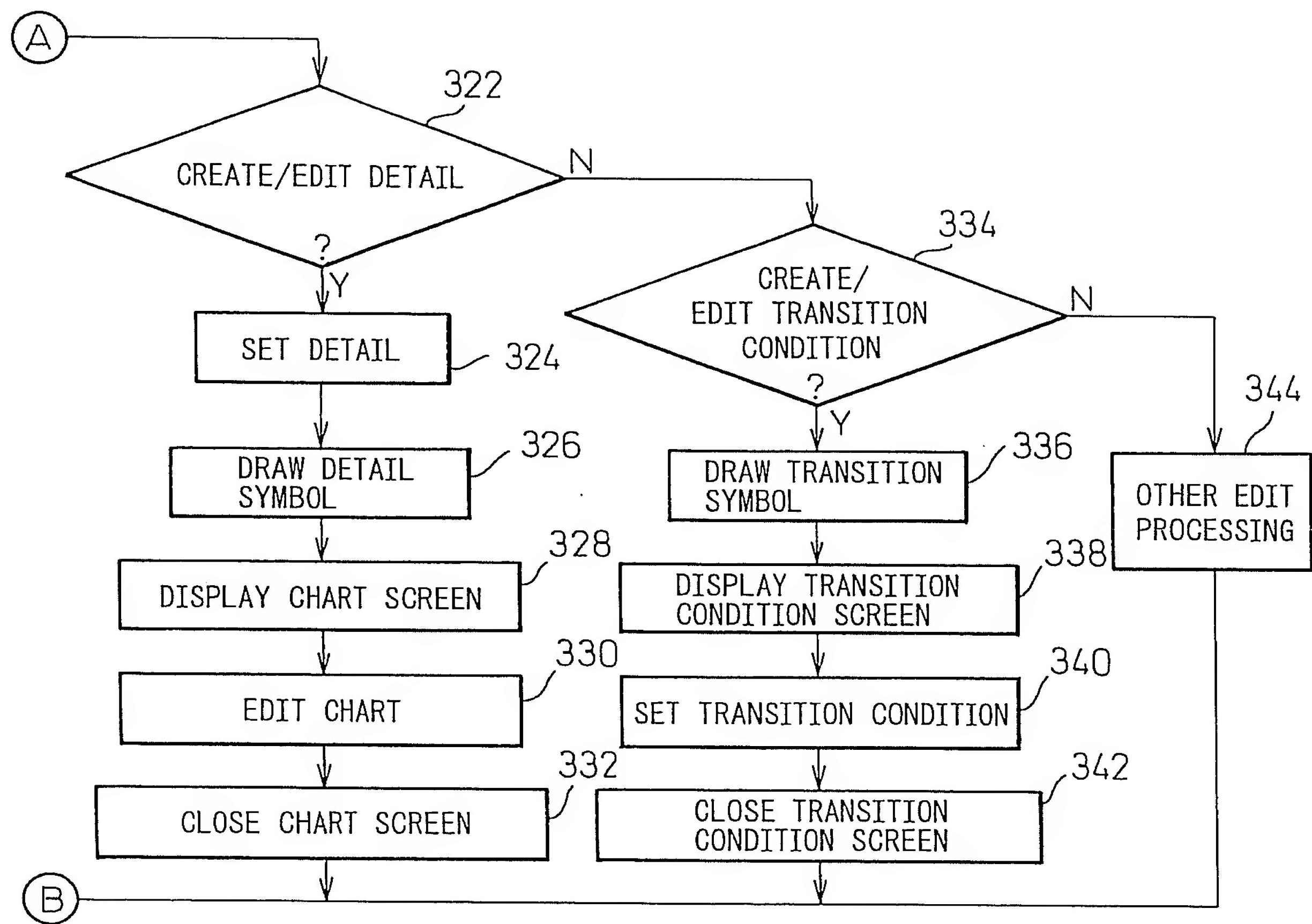


Fig.20

